

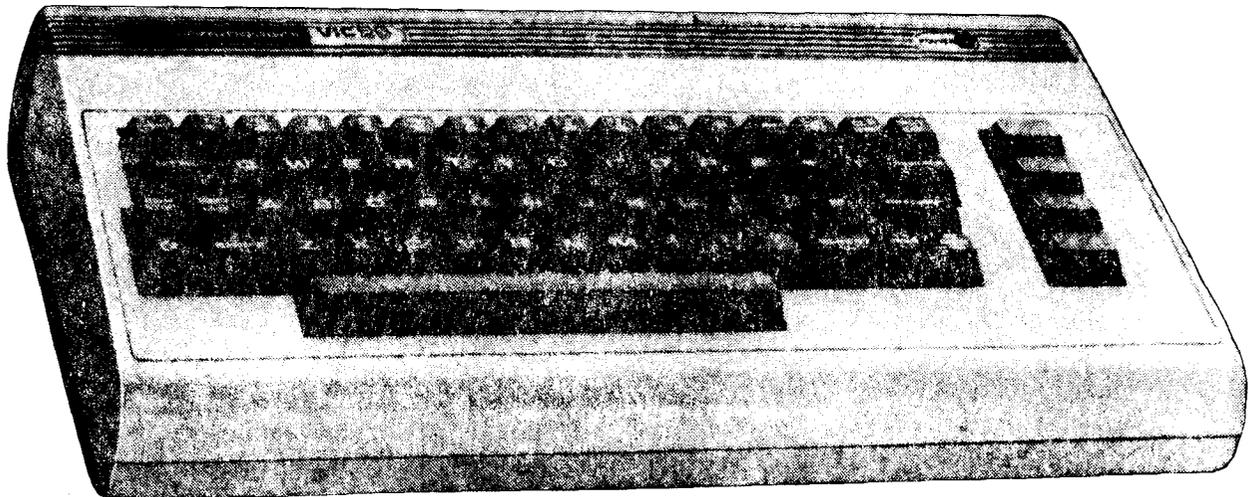
TPUG Vic 20 Catalog Update

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VIC 20 disk (V)AA

Prepared by Richard Best

The past year has been a good one for the VIC library, despite the VIC's disappearance from the marketplace. Orders for disks and tapes have been steady, and TPUG has every intention of supporting this terrific little machine. However, our reserve of contributions is getting dangerously low, and new submissions have been reduced to a mere trickle. And the majority of VIC programs are being sent in by just a handful of members. The VIC library needs your support in the form of donations. So get on that idea, write the program and send it in. Remember, we will send you the disk/tape of your choice for your submission.

This month VIC owners are getting something special: two disks and a tape. On top of the regular monthly release, we are adding our first 'freeware' disk and a special issue tape.

The March disk, (V)AA starts out with a unique program called **bingo caller**. In addition to calling bingo numbers, it keeps track of called numbers on a scoreboard. Games can be started or stopped at any time. **Latin bowl** is an educational game similar to 'Reach for The Top'. The program acts as the timekeeper for two teams who must answer questions you provide. For less educational fun, try **bombardier**, a familiar depth-charge program that runs with a Superexpander.

Sheriff and **super fight** are clever demos done in hi-res. They run on an unexpanded VIC and should provide the kids with a bit of fun. If you need even more amusement, try **dyslexia**, a pseudo-utility that is guaranteed to keep you awake. Another demo here is **Canada map** for the Superexpander. (The TPUG offices are located directly under the flashing dot.) If you're a fan of 'electric wallpaper', **kaleidoscope** will provide endless patterns, also using a Superexpander.

Chemistry tutorials are not very common, and this month we have two. The first, **ph titration**, will calculate and plot the titration of PH, and the other does the same for CL. **Algebra** will drill you on two-variable equations.

More educational amusement is provided by **synthi-20**, a music generator

that has five different sounds and sets up the keyboard like a real piano. If you enjoy working in the kitchen, try **butter tarts** which is a recipe for... butter tarts.

This month's utility department is quite full. Always useful are programs like **constrictor**, which hides 8K or 16K expanders, and **pixel map**, which will print out the value and bit pattern of any memory location.

Disk owners will have a great time with **finances**, a menu-driven package that will perform all of your routine business calculations, including amortization, future values, compound interest etc. Also disk-based is **squeezer**. Translated from a PET program, this wonder removes idle space and concatenates program lines, and can reduce a program's memory requirement by over 10%.

Two of the handiest disk utilities I have seen are **backup 2** and **tiny dir print**. **Backup 2** is a pro-style copy program that copies a disk block-by-block. It includes a **format** routine and will copy as many blocks as possible in each pass. **Tiny dir print** produces a printed copy of a disk directory in tiny print in two columns. The entire directory will fit on the front of a disk envelope!

```

0 "tpug(v)-aa 03/86"
9 "list-me (v)-aa/1" p
8 "list-me (v)-aa/2" p
6 "bingo caller.v5k" p
6 "sheriff.v5k" p
7 "algebra.v5k" p
2 "pixel map.v" p
12 "latin bowl 2.v" p
11 "super fight.v" p
2 "dyslexia.v" p
8 "synthi-20.v" p
6 "ph titration.v" p
10 "cl titration.v" p
2 "kaleidoscope.vsx" p
9 "canada map.vsx" p
12 "bombardier.vsx" p
17 "butter tarts.v" p
2 "constrictor.v12k" p
43 "finances.v12k" p
9 "squeezer.v12k" p
12 "backup 2.v12k" p
4 "tiny dir print.v" p
6 "dir" p
    
```

VIC tape (V)AB

Fat-40 appeared on (V)TJ last year, but it would not run from tape. Tape users may now order (V)AB which will boot **fat-40** and its demo programs from a datasette. This tape contains only the 40-column program, and requires a utility to make copies.

VIC disk (V)AC

Our first offering in the freeware category is a disk-based file manager called **infer-structure**. The program will run on any machine but this version was tailored for the VIC. It's very powerful, has a large capacity, and can search key fields amazingly fast. Included is an 18

```

1 "tpug (v)-ac free"
37 "inftpg/85a.txt" s
12 "infbot/2.1.v" p
2 "infstr/2.1" p
143 "infusr/2.0.txt" s
4 "list.me" p
    
```

page user manual (required reading before using the program) and an index of *TPUG Magazine* articles. All freeware notices are contained in the opening screens.

VIC 20 disks (V)AD and (V)AE

Presented by Richard Best

Once again we are giving you a little more. Disk (V)AD will be the last monthly disk to be issued before the summer. It features some very useful stuff plus an excellent Telidon-style graphics demo. We also have **Pods**, a statistics package prepared by CP/M librarian Adam Herst.

Disk (V)AD starts out with three peculiar demos called **brain bender** numbers 1 through 3. I won't spoil your fun by telling you what they do.

The school year is drawing to a close — the perfect time for **semester calc**. Teachers with a lot of marks to work into final grades will appreciate this one. It inputs any number of tests, labs and assignments and produces a final mark. You can then use **statistics** to analyse how the class has done or derive other common statistics from a variety of data.

For you hackers, we have something very interesting. **Binary fract** is a conversion program that works on binary fractions. A unique program is **rs232 sound**, which turns a bit of Bach over to the RS232 port. This approach lets you play music in the background while something else is going on in the foreground.

Screen print is a printing utility that will send screen text to the printer. **Vic screen copy** is a screen dump utility that can be added to your programs as a subroutine. **500 file** is a tape-oriented, single-item file manager. It's menu driven and very easy to use. It will input, sort, print and file up to 500 items.

Bay street is a stock market game/simulation. Up to six investors can play along with the VIC, which acts as the banker. As stocks fluctuate, their values are posted on a chart.

SuperExpander fans will enjoy the demos that make up the remainder of the disk. They are accessed through a program called **pix loader**, which prints a menu and loads the eight picture files from disk. This graphics display is impressive.

| | | |
|----|--------------------|---|
| 0 | vic disk (v)ad | |
| 8 | "list-me (v)-ad/1" | p |
| 6 | "list-me (v)-ad/2" | p |
| 2 | "brain bender1.v" | p |
| 2 | "brain bender2.v" | p |
| 3 | "brain bender3.v" | p |
| 7 | "semester calc.v" | p |
| 10 | "statistics.v" | p |
| 3 | "binary fract.v" | p |
| 6 | "rs232 sound.v" | p |
| 2 | "screen print.v" | p |
| 1 | "vic scrn copy.v" | p |
| 28 | "bay street.v12k" | p |
| 9 | "500 file.v12k" | p |
| 3 | "pix load ii.vax" | p |
| 13 | "no-ghost" | p |
| 3 | "no-ghost+" | p |
| 13 | "amer. flag" | p |
| 3 | "amer. flag+" | p |
| 13 | "sr-71" | p |
| 3 | "sr-71+" | p |
| 13 | "arrow" | p |
| 3 | "arrow+" | p |
| 13 | "can. flag" | p |
| 3 | "can. flag+" | p |
| 13 | "magnum" | p |
| 3 | "magnum+" | p |
| 13 | "wolf ii" | p |
| 3 | "wolf ii+" | p |
| 13 | "stone" | p |
| 3 | "stone+" | p |
| 6 | "dir" | p |

Disk (V)AE contains the program **Pods**, which stands for Printer-Oriented Descriptive Statistics. It is a statistics package that will run on an expanded VIC with either tape or disk. The disk/tape contains two versions of the program. One is in ordinary BASIC, and the other is *scrunched* to run faster. Also included is five pages of documentation in a sequential file, which you can print using your favourite sequential file reader.

This statistics package is complex. It can analyse data at various levels. You can also graph your analyses and print them on a printer. The whole thing is menu driven and will work with files on either disk or tape. For the user with advanced statistical needs, this could be a very useful program.

list-me (v)-af: september 1986

this disk contains all of the programs that were submitted to the tpug 10-liner programming contest held in 1984. the programs are truly remarkable in their variety and ingenuity, and in some cases they rival programs many times their size.

- kaleido-jr.v a kaleidoscope that will provide hours of sound and colours.
- slo-boomerang.v a demo in which the little man knocks apples out of the tree.
- guess a number.v a game/demo that shows the power of a binary

- intro tpug lib.v scheme.
- musaic.v a simple banner screen.
- planet rover.v another kaleidoscope.
- multiplication.v drive your dune buggy over the planet surface avoiding pot holes and missiles.
- joywrite.v set the difficulty and number of questions. starts with a logo.
- electrotype.v use your joystick to create patterns on the screen.
- milage calc. this nifty little text editor will let you edit a full page of text and send it to a printer.
- calculate mileage or 'kilage' for one or more tanks

(v)-ag issued october, 1986

- tpug story.v translated from an old 64 program, this 'fairy tale' pays tribute to basic key words and tpug personalities past and present.
- moonlander.v appears to use the function keys to enable you to land your spaceship on the space platform. demonstrates many of the super-expander's special commands.
- hr mem map.v use this memory dump program to examine memory locations. prints decimal values in columns. requires a printer.
- vowel drill.v youngsters will get needed practice in long and short vowel sounds. presents exercises randomly or by vowel.
- long division.v more math practice with a real-istic on-screen display. asks for player's grade level and gives correct answers when needed.
- drink & drive.v is it really 'ok' to drive after an evening's imbibing? this program will help you determine your blood alcohol level and personal capacity.
- alpha order.v those learning to alphabetize can get some help. input your list of words to the vic and it will tell you if you've done it correctly.
- spacepro.v an interesting space combat game. your status is displayed on lines that change in length. uses the number keys to control thrust, shields, etc.
- drawpen.v use your light pen with your superexpander. use the function keys to change colours.
- skurtosis.v if you recognize any of these terms then you know that this group of programs is an advanced statistical package. the programs originally came from an american college/university where they were used routinely by a member-professor. most of the programs require that you add your data in the form of data statements. instructions on how to do this are contained in the programs.
- skewness.v12k disk users may want to try 'stats menu' below to load the programs.
- grouped.c — disk drive required —
- single item.v this is a parts inventory data manager that will keep track of a very large inventory file. data is stored in relative files. be sure to copy the program to a new disk before running it; it will set up a large file that may not fit on this disk.
- student t.pre.v
- predicted y.v
- anova/regress.v
- coord-@.pt.v
- linear inter.v
- curv inter.v
- ci for pred y.v
- perms&combs.v
- mann whitney u.v
- mult.lin.regr.v
- stud't t test.v
- record key (used by 'supply task')
- dos 3.0 boot.v this versatile disk wedge adds basic 4-style commands to the vic. the boot program will automatically load and run the correct version. you then have 'load', 'ds-ave', 'mload', '\$' and '>' to load and save a file, load an m/l file, read the directory and send a disk command. occupies less than 1 k.
- dos 3.0 3k
- dos 3.0 8k
- dos 3.0 16k
- stats menu.v menu program to load the statistics programs above.

- pattern match.v when the second pattern appears, you have only a few seconds to find it within the first.
- mini monitor.v peeks and pokes any memory location
- loan calc.v a nice mortgage calculator.
- morse trainer.v plays and displays morse code.
- dialer.i these four programs form a skeleton auto-dial terminal system. contain many insights into communications programming
- terminal.i
- terminal10.v
- dialer.v prints whatever letter you type.
- big letters.v downhill skiing complete with custom characters.
- skiing.v a 'space invaders' style game. uses the keyboard.
- invaders10.v protect your base by firing missiles. uses the number keys.
- superbase10.v land your ship by controlling the throttle. 'hunt the wumpus' in the castle. there are 20 rooms to search.
- lander10.v
- wumpus.v
- piano 10.v a menu-driven music maker that let's you record, play, and save on tape. uses the number keys.
- sadler*disasm.v despite occupying 10 blocks, this disassembler is a 10-liner.
- mcode2data.v convert resident machine code to basic data statements.
- mcode2data fi.v the vic randomly picks phrases to create ridiculous limericks over and over.
- limericks.v fills the screen with letters and characters.
- wild letters.v

T - Old Monthly Disks

(V)T4 — DECEMBER 83

(1 disk/2 tapes)

- LIST-ME (V)T4.L List this file for description of programs on (V)T4.
- TRON.V The object of this game is to fill your screen with your trail but don't run into the other trails or your own. Requires a joystick.
- ASTROGLAD INST.V Use < & > to rotate your ship, ? to fire, SHIFT, CTRL and COMMODORE keys to move ship at various speeds.
- ASTROGLADIATOR.V The object of this game is to destroy as many alien gladiators in the cosmic arena as possible.
- DISK TIDIER.Z Collects a disk, scratches unwanted files and collects the disk again — works on all Commodore machines.
- MICROS-1 3K.V These "Micros" programs are tutorials on the basics of the 6502 chip and a bit about Machine Language. They will auto-load the next section from disk.
- MICROS-2 See above
- MICROS-3 See above
- MICROS-4 See above
- MICROS-5 See above
- MICROS-6 See above
- LADDERS LOADER.V This program must be RUN before the "LADDERS8K.V", then LOAD the Ladders game.
- LADDERS8K.V The object of this game is to collect boxes to win points and climb the ladders to the top. (similar to Donkey Kong)
- MONTHS 1984 3K.V Displays any month of a given year.
- BILLBOARD 3K.V Prints a billboard of sorts on the VIC 20. It allows you 3 lines of 3 letters each.
- PROG CONVERTER.Z A disk utility which allows you to convert a BASIC VIC or 64 program to run on a PET. This program will run on any Commodore machine.
- ECONOMICS 8K.V Keeps track of your family budget as well as birthdays etc. There is an address to write to in a REM statement for full documentation.
- PACK MAN.V Similar to the arcade game version Use @ : = / to move your man.
- MAZEMAN.V Use joystick or keys A W D X to move your man through the maze. Eat as many dots as you can and escape without being eaten.
- PLOW BY #'S 3K.V Educational game for young children.

(V)T6 — FEBRUARY 84

(1 disk tape)

- LIST-ME(V)T6.L LIST this file for description of programs on (V)T6.
- 21 W/DICE.V Blackjack with graphic dice. You play against the computer.
- 84 CALENDAR HC.V Prints a 1984 calendar on your printer.
- B'DAY RECORD.V Keeps a file of dates of people's birthdays.
- BACH'S INV.V Excellent music for the VIC 20. Plays a long version of Bach's Invention #4.
- BIRD-MAN SX Maze-type game uses super expander. (Good graphics and sound).

- BIRTHDAY SONG.V Plays 'Happy Birthday' and shows the person's name.
- CRAZY SC.BOOT.V Run this program before "CRAZY SCALER.V".
- CRAZY SCALER.V Guide a man up the building while avoiding obstacles.
- ESCAPE8KADV.V An adventure in which your only objective is to stay alive!
- EXP REGR.V This program does exponential regression.
- FLAG GUESS SX This program shows a flag. You have to guess which country it is from.
- GRAPH PLOT SX.V Plots information on a graph.
- GRAPHICS 2 SX, GRAPHICS SX These two programs are graphics demonstrations for the super expander cartridge.
- GRID ESCAPE.V Try to guide your man from the top left corner of the screen to the bottom right, while avoiding obstacles.
- LEM. STAND 3K.V Try to make the largest profit by carefully buying supplies and selling them at the best price.
- LIGHT RACER SX Try to beat the computer by forcing its light cycle into a wall, you, or its own trail.
- LONG DIVISION.V A program which shows the steps involved in long division while you answer the problem.
- MATH QUIZ Asks you 10 questions in addition, subtraction, division and multiplication (grade 4-8).
- MEMORY CHECK.V Allows you to check what memory is in which block.
- OHM'S LAW.V Calculate voltage, amperage, ohmage, or wattage by supplying some information.
- SIMON.V Match the coloured squares and tones.
- SPACE NUMBERS.V Allows small children to type the number they see on the screen.
- SPEED MATH 1.V Math quiz on addition and subtraction (Grade 1-3).
- SUPERPROF.V Math will all four operations at varying levels of difficulty.
- TIC-TAC-TOE.V Tic-Tac-Toe game for two players.
- TREASURE CHASE.V Get the treasure (uses custom characters).
- WAVE DEMO SX.V Graphics demo.

(V)T7 — MARCH 84

(1 disk tape)

- LIST-ME(V)T7.L LIST this file for description of programs on (V)T7.
- 83 TAX ONT 8K.V Takes you step by step through your 1983 Tax Form.
- TURTLE BOOT DISK LOAD and RUN this program for Turtle Graphics on disk.
- TURTLE BOOT TAPE LOAD and RUN this program for Turtle Graphics on tape.
- TURTLE PROTQ.V This is the main part of the Turtle Graphics. The full documentation for these programs can be found on the TPUG B.B.S. To load demos below type LOAD, you will be asked for a file name, then a device number. (Device number is 1 for tape, 8 for disk.)

| | | | |
|------------------|--|-----------------|--|
| TLJTT.V | Demo for Turtle Graphics program above. | SLITHER DUEL3.V | 'Snake' game with three enemies—keyboard. |
| TLJSTAR.V | Demo for Turtle Graphics program above. | SOUND DEMO.V | A few sound effects for you to enjoy. |
| LIGHT CYCLES.V | A two player keyboard game with machine language and hi-res graphics. Avoid the other player and the wall. | GALACTIC CODE.V | Code making/breaking game to play with. |
| WORD MATCH.V | One or two players. Use your memory to remember where the words are. | RATRAP16K.V | 3D maze where you try to find the cheese in the least time—very good. |
| 16K-3K.V | This program converts the 16K VIC to 3K memory. | RESUCE 16K.V | Manoeuvre the ship down to earth and back up to the mothership without crashing into anything. |
| LOST BOOT.V | LOAD and RUN this to load the "LOST CRAFT". | STAR TREK16K.V | Excellent 'Trek' game with many functions and features. |
| THE LOST CRAFT | Hi-res joystick and keyboard sound game. | GALAX/BOOT.V | Keyboard 'Galaxian'-type game with custom characters. |
| DEMONS.V | Attack oncoming demons using the keyboard. Use the SHIFT, T and U keys. | GALAXIAN.V | Main part of the game. First load the above. |
| COLORBOT.V | LOAD and RUN this; then LOAD and RUN "COLORBOT MAIN.V". | TERM.VIC | Machine language for the terminal program. Loaded automatically by the main program above. You must have a disk drive to download! |
| COLORBOT MAIN.V | A robot zapum type game. | | |
| GOTCHA.V | Grab the money and run before you get eaten. | | |
| CIRCUS.V | LOAD and RUN this; then LOAD and RUN "CIRCUS MAIN.V". | | |
| CIRCUS MAIN.V | A game with sound and graphics. Pop the balloons. Similar to the arcade version. | | |
| VIC PIANO.V | Use your VIC as a piano. Has graphics and sound. | | |
| SHUFFLE.V | Dutch translation. Move pieces to get right pattern. | | |
| SPEED MATH2.V | Test your math skills; but be quick. Primary level. | | |
| SUBHUNT8K.V | Kill subs with depth charges before they kill you. | | |
| ET MATH1-5.V | These are a series of math drills testing different math skills at a primary school level. | | |
| SLITHER TAPE.BT. | LOAD and RUN this program to load "SLITHER 4" on tape. | | |
| SLITHER 4 | Use the joystick to move your snake and eat hearts. | | |
| SLITHER DSK BT.V | LOAD and RUN this, then LOAD and RUN "SLITHER 4" on disk. | | |
| NIGHTMARE PK8K.V | Get through the park with your life. This game uses all your skills, (memory, math etc.). | | |

(V)T9-

MAY 1984

| | |
|------------------|--|
| LIST-ME(V)T9.L | LIST this file for description of programs on (V)T9. |
| HAM LOG DEMO.V | Demo for the HAM operator programs which follow. |
| LOG MASTER.V | Use these programs to create a master log of HAM operators. |
| LOG MASTER8K.V | The second is for an expander. |
| T&R STATS8K.V | Calculates statistics for a person or a student. |
| T&R STATS.V | As above, but no memory expander is required. |
| TERMINAL8K.V | Working upload/download terminal program for the VIC 20. Full documentation can be found on BBS's using a 'Punter' PET-type BBS program. |
| VISITING HRS8K.V | Mystery word game—wander through the hospital. |
| JEDI16K.V | Word game based on 'Star Wars'. Try to find the troopers and destroy the bases. |

VIC 20 Disk (V)TP

Presented by Richard Best

You may have noticed that issues (V)TM, (V)TN and (V)TO are missing. In order to keep pace with other libraries, we are leaping ahead to (V)TP.

The December disk is, as usual, a marvellous collection of members' output. We have a nice variety of games here, and some very good educational and productivity programs. **T'Bird-Joy** is a fast-moving **Breakout**-style game that should provide hours of fun. **Apple Pick'n** has the player digging for apples and trapping monsters, while music plays throughout. More music, this time polyphonic, is available from **Fugue**. The melodies are stored in arrays. **Planets** you've seen before. This update corrects the position of Pluto.

Geom Plot features a novel approach to graphing a geometric equation, and allows replotting when the graph 'blips' off the screen. **Breakout** is standard, but should be useful for budding game players or game authors. For the statistician in the family, there is **Roll Dice**, which calculates probabilities. **B-B-Bounce** is a unique lesson in animation, in the form of a game skeleton complete with paddle, barriers and bouncing ball.

Still can't figure out metric (or imperial)? **Metrivert** will do it for you, including weights, measures, distances and temperatures. Two small data bases, **Paperboy** and **Chequebook**, will help you keep track of your paper route and your bank account.

Logger is a nicely-written **Donkey**

```
0 vic-20 disk (v)tp
10 "list-me (v)t-o/1" prg
8 "list-me page 2" prg
15 "t'bird-joy.v5k" prg
6 "apple boot.v5k" prg
11 "apple pick/n" prg
7 "fugue.v" prg
1 "planets.ins" prg
12 "geom plot.v" prg
10 "breakout.v5k" prg
7 "roll dice.v" prg
6 "b-b-bounce.v5k" prg
7 "metrivert.v" prg
7 "paperboy.v" prg
9 "chequebook.v" prg
16 "logger.v5k" prg
22 "log" prg
28 "grungy twrs.v12k" prg
16 "budgeting.v12k" prg
9 "graphic.v12k" prg
2 "canada flag" prg
3 "plotter" prg
4 "gr. amer. hero" prg
451 blocks free.
```

Kong-type game — just right for the younger player. **Grungy Towers** has been updated once again, adding better logic and VIC-oriented screens. **Budgeting** is a powerful little financial manager. This menu-driven wonder should have your books in shape in no time.

QCUG of Belleville has graciously contributed a graphics utility called, simply, **Graphic**. It adds SuperExpander commands to an expanded VIC. Three demo programs are included that show how the commands are used. The routines are much faster than the SX. □

VIC 20 Disk (V)TQ

Presented by Richard Best

The first disk/tape of 1986 starts out with a hectic game called **Obliteration**. This is a cross between **Centipede** and **Space Invaders**, in which you try to stay alive while continuously shooting at approaching aliens. In **Starbase**, another space game, you protect your space station by firing rockets at the approaching asteroids. The popular game **Berzerk** has appeared on other VIC disks. This update is noisier, and also runs with a SuperExpander.

Youngsters will find **Timer/Add** challenging — you have to solve as many addition problems as you can before the timer runs out. **Cannibal** is a simulation in which you set the ratio of cannibals to explorers. The explorers may not survive surrounded by hungry cannibals. Beginning programmers are not the only ones who will enjoy **Dumb Prg**, a clever demo of the **CHR\$()** function.

If you're anxious to press your VIC into service as a day planner, **Chimes** is just the thing. It allows you to set up to nine alarms, each with a message. Or how about a simple filing system? **DBMS** will store page after page of text and then save it all to tape.

'Power users' will get a lot of use out of **5K Reset**, **8K Off**, and **8K On**, which will help to clean up memory pointers, or enable and disable an 8K expander. And disk users have been screaming for **Fast Format**, a utility that formats a diskette in only 40 seconds. Once you've formatted the disk, examine its surface with **View BAM**.

The two remaining programs on this month's disk are truly unique. **Men-Flex** is a test for the cryptically inclined. It presents you with 20 number riddles derived from common phrases. **Write +** is a tool to be used by someone who is

handicapped, and unable to communicate by normal means. It turns the VIC screen into a menu of words and letters, and the joystick into a pointer. Sentences can then be written on the screen by selecting their parts from the menu.

Many thanks to all those who contributed programs throughout 1985. With your continued efforts we should be able to keep the VIC alive for at least as long as the venerable PET. □

```
0 vic 20 disk (v)tq
11 "list-me (v)t-q/1" prg
10 "list-me (v)t-q/2" prg
15 "oblit ins.v5k" prg
15 "oblit ins.cass" prg
15 "obliteration" prg
6 "timer/add.v" prg
8 "starbase ins.v5k" prg
8 "starbase main" prg
2 "5k reset.v5k" prg
5 "cannibal.v" prg
12 "chimes.v" prg
5 "dumb prg.v" prg
11 "write+.v" prg
25 "write+.seq" seq
11 "berzerk.v5k" prg
2 "8k off.v12k" prg
1 "8k on.v12k" prg
30 "men-flex.v12k" prg
8 "dbms.v" prg
8 "fast format.v5k" prg
6 "view bam.v5k" prg
```

VIC 20 Disk (V)TR

Prepared by Richard Best

February's addition to the VIC Library contains a concentration of educational programs, but everyone should be able to find something useful or interesting here. Many of the programs do not require any expansion.

The disk/tape starts out with an interesting game called **rescue**, wherein you must rescue little men who have been trapped on ledges inside a cave. The cave is patrolled by deadly flying dragons. The one other game here is **football** for an expanded VIC. The screen display is a bit sparse, but the flavour of the game is maintained.

In the utility department we have **pause**, which turns the left shift keys into pause keys. Use this one to stop and restart program listings when debugging. **easter** will calculate the date of Easter Sunday for just about any year.

comic file is a nicely written file manager for tape users. It helps you to create and maintain a data base of your comic book collection. **file mast 2** is an upgrade of **file master**, which appeared on (V)TL. This 'scrunched' version allows you to create a larger file when using only 8K of expansion. You will need a disk drive.

We have two SuperExpander demos that illustrate animation with perspective. Each moves a flying saucer from one corner of the screen up to the front. **ufo-1** moves the object by redrawing each line in turn, and **ufo-2** redraws the entire ship. These were written by a physics professor and contain lots of comments and some integral math.

To keep those old gray cells working, we have a nice collection of quizzes and tutorials. **brain teasers** is a mini IQ test, guaranteed to tax your problem-solving abilities. If you've been having trouble sorting out numbering systems, **place value** will help by drilling you on the decimal system. A very nice, graphic lesson in fractions is presented in **pie chart**. You will need a SuperExpander, an 8K expander and a 'mother board' to run this one.

Youngsters who are just learning multiplication and division should find **2-Digit Mult** and **2-Digit Div** very helpful. Each drills the student by printing problems on the screen. The problems are printed as they would appear on paper and you solve them just as you would if working on paper. This is especially effective in **2-Digit Div**, which rejects incorrect numbers and provides helpful prompts.

| | | |
|----|-----------------------|-----|
| | vic disk (v)tr | |
| 9 | "list-me (v)t-r/1" | prg |
| 4 | "list-me (v)t-r/2" | prg |
| 2 | "rescue boot.v" | prg |
| 10 | "rescue.v5k" | prg |
| 2 | "pause.v" | prg |
| 14 | "brain teasers.v" | prg |
| 9 | "place value.v" | prg |
| 7 | "comic file.v" | prg |
| 12 | "2-digit mult.v" | prg |
| 13 | "2-digit div.v" | prg |
| 5 | "easter.v" | prg |
| 5 | "ufo-1.vsx" | prg |
| 5 | "ufo-2.vsx" | prg |
| 20 | "pie chart.vsx+8" | prg |
| 18 | "football.v12k" | prg |
| 22 | "file mast 2.v12k" | prg |

G - Games

(V)G3X - October 1986

| | |
|------------------|---|
| pack man.v5k | everyone's favourite maze game. eat all the pellets before the ghosts catch you. you can capture the ghosts after eating a power pill. uses keyboard. |
| telemazeman.v5k | use keys or joystick to move your man through the maze. eat all the dots without getting eaten by the monster. |
| rocks.v5k | use the number keys to move your ship through the asteroid belt and safely home. |
| space drive.v5k | your mission is to guide your ship through the maze and dock it safely in the starbase. |
| copycat.v5k | improve your memory by copying the patterns on the screen. |
| fireball.v5k | your spaceport is under attack on all sides. move your shield to deflect the fireballs. |
| rainwalker.v5k | help the little man avoid the deadly rain as long as you can. uses the keyboard. |
| grid escape.v5k | navigate from the top of the screen to home base avoiding the growing maze. don't get trapped! |
| brickout.v | just like 'breakout' but played vertically. multiple speeds. good for youngsters. |
| baby.v | your job as baby sitter has taken a turn for the worse. this demanding child just might drive you crazy. instructions included |
| astrofield.v | use keyboard or joystick to guide your ship through the asteroids to complete your mission. |
| 21 w/dice.v | play against the vic. when your total is close to 21, press 's' to let the vic take its turn. |
| crazy boot.v5k | guide the man up the skyscraper while avoiding falling objects and open windows. don't fall. |
| crazy scaler.v | main program. |
| dog fight.vsx | use your lazer to shoot down enemy fighters. aim with a joystick keeping the enemy on the horizon. |
| bird-man.vsx | move the birdman through the maze eating worms and avoiding the monsters. uses joystick. |
| flag guess.vsx | tests your knowledge of national flags. you'll have to look up the answers. |
| light racer.vsx | try to beat the vic by forcing its light cycle into a wall or a vapour trail. uses joystick. |
| ladders loader.v | move your man up and down and through the building picking up boxes to gain points. watch out for the rolling barrels. |
| ladders.v12k | load main program separately. |
| escape.v12k | an adventure game in which you must find your way out of a dungeon. lots of targets and traps. contains instructions. |
| lemonade.v12k | the lemonade business can be ruthless. you must manage your budget, set prices and compensate for weather changes. |

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